

CLAIMS

What is claimed is:

- 1 1. A method for creating a synchronizer object in order to playback an event
2 simultaneously on a plurality of a client apparatuses, comprising the steps of:
3 (a) receiving a request utilizing a network for viewing an event;
4 (b) queuing the request in memory;
5 (c) creating an object in response to the request, the object adapted to playback
6 the event on a client apparatus simultaneous with the playback of the event
7 on the remaining client apparatuses upon the receipt of an activation signal;
8 and
9 (d) sending the object to one of the client apparatuses utilizing the network for
10 being stored therein.
- 1 2. A method as recited in claim 1, wherein the request is received via an
2 application program embedded in a site on the network.
- 1 3. A method as recited in claim 2, wherein the object is adapted to playback the
2 event which is stored in memory of the client apparatus.
- 1 4. A method as recited in claim 3, wherein the memory includes a digital video
2 disc (DVD).
- 1 5. A method as recited in claim 1, wherein the object identifies a start time
2 when the playback of the event is to begin on each of the client apparatuses.
- 1 6. A method as recited in claim 1, wherein the activation signal is provided
2 using a clock of the client apparatus.
- 1 7. A computer program embodied on a computer readable medium for creating
2 a synchronizer object in order to playback an event simultaneously on a
3 plurality of a client apparatuses, comprising:

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4 (a) a code segment for receiving a request utilizing a network for viewing an
5 event;

6 (b) a code segment for queuing the request in memory;

7 (c) a code segment for creating an object in response to the request, the object
8 adapted to playback the event on a client apparatus simultaneous with the
9 playback of the event on the remaining client apparatuses upon the receipt of
10 an activation signal; and

11 (d) a code segment for sending the object to one of the client apparatuses
12 utilizing the network for being stored therein.

1 9. A computer program as recited in claim 8, wherein the object is adapted to
2 playback the event which is stored in memory of the client apparatus.

1 11. A computer program as recited in claim 7, wherein the object identifies a
2 start time when the playback of the event is to begin on each of the client
3 apparatuses.

1 13. A system for creating a synchronizer object in order to playback an event
2 simultaneously on a plurality of a client apparatuses, comprising:
3 (a) logic for receiving a request utilizing a network for viewing an event;
4 (b) logic for queuing the request in memory;
5 (c) logic for creating an object in response to the request, the object adapted to
6 playback the event on a client apparatus simultaneous with the playback of

7 the event on the remaining client apparatuses upon the receipt of an
8 activation signal; and
9 (d) logic for sending the object to one of the client apparatuses utilizing the
10 network for being stored therein.

1 14. A system as recited in claim 13, wherein the request is received via an
2 application program embedded in a site on the network.

1 15. A system as recited in claim 14, wherein the object is adapted to playback the
2 event which is stored in memory of the client apparatus.

1 16. A system as recited in claim 15, wherein the memory includes a digital video
2 disc (DVD).

1 17. A system as recited in claim 13, wherein the object identifies a start time
2 when the playback of the event is to begin on each of the client apparatuses.

1 18. A system as recited in claim 13, wherein the activation signal is provided
2 using a clock of the client apparatus.